TURTLE BEACH
EAR FORCE
PX5
ENGINEERED FOR:
PS3
ALSO WORKS WITH:
XBOX 360
USER GUIDE

TURTLE BEACH®

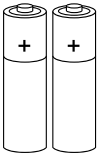
EAR FORCE® PX5

What's in the Box

PX5 Headset with
Removable Microphone

USB Programming Cable

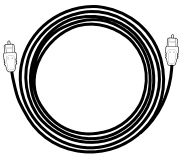
Xbox LIVE®
Talkback Cable



(2) AA Batteries

PX5 Digital Wireless
RF Transmitter

USB Power Cable



Digital Optical Cable

Turtle Beach Sticker

Download PX5 software and additional presets at:
www.TurtleBeach.com/customize

YouTube

watch PX5 training videos at:
www.youtube.com/TurtleBeachVideos

product support and warranty information:
www.TurtleBeach.com/support

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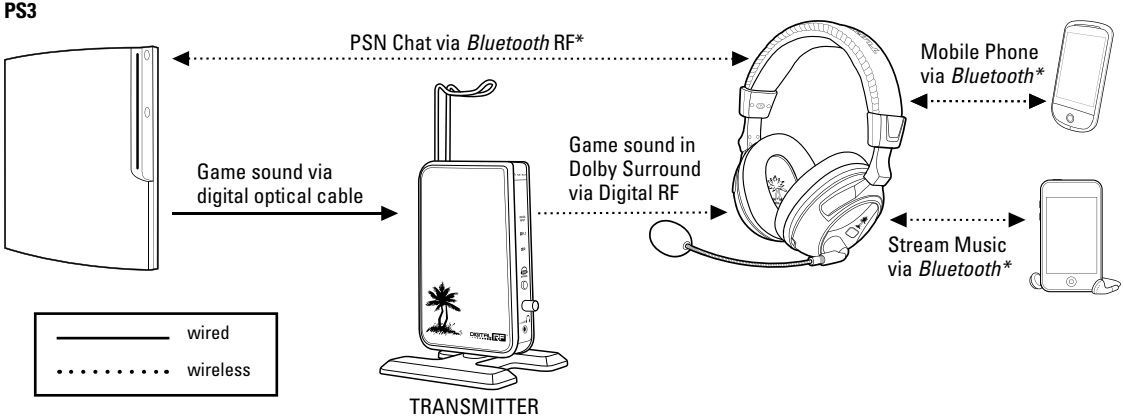
About the Ear Force® PX5

The Ear Force PX5 is the most technologically-advanced headset ever designed for PS3™ and Xbox 360® gaming. To get the most from your PX5, please take a few minutes to review this guide.

Wireless Digital RF Technology with *Bluetooth®*

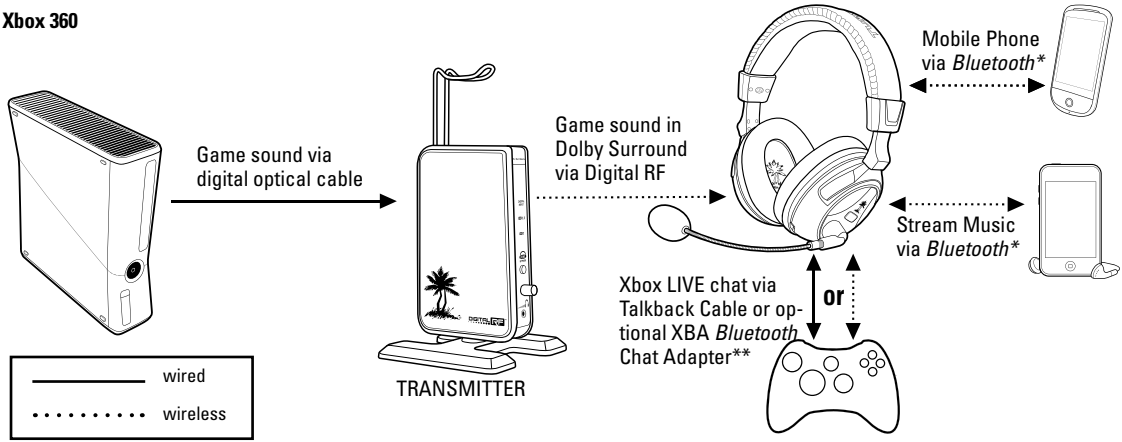
The Ear Force PX5 headset provides wireless CD-quality game sound via digital RF (radio frequency) that communicates with the PX5 transmitter. In addition, the PX5 incorporates Bluetooth technology which is used for communicating on PlayStation® Network (PSN) and on Xbox LIVE®. The Bluetooth can also be paired to your mobile phone and digital music player. This means you can use your PX5 to listen to your favorite music and accept phone calls – all while totally immersed in the action of the game.*

PS3



***Only 2 Bluetooth devices total can be paired to the headset at a time.**

****For a wireless Xbox 360 chat connection, the talkback cable can be replaced with an optional XBA Bluetooth Chat Adapter (sold separately) that inserts in the Xbox 360 controller. For further details, please visit TurtleBeach.com.**



Dolby Surround Sound
The PX5 transmitter processes Dolby Digital surround sound from your PS3 or Xbox 360 and sends it to the headset via digital RF. The result is an immersive sound environment that makes you feel as if you're right in the middle of the action. It also helps you react quicker by hearing exactly where the sound cues in the game are coming from.

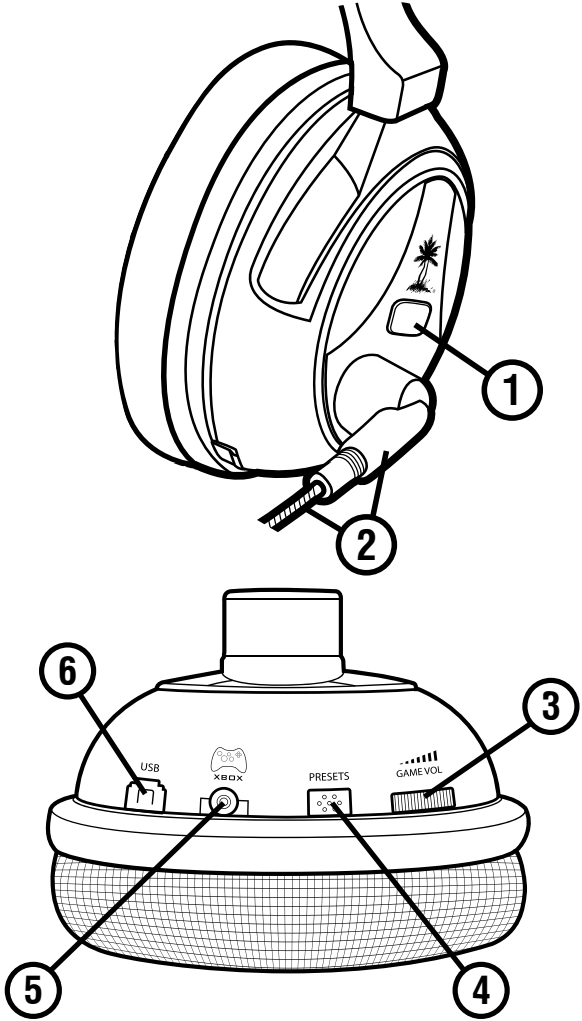
Digital Signal Processing (DSP)
The headset uses digital signal processing to customize the game, chat and microphone audio signals to improve performance in specific gaming situations. These settings are stored as presets that can be easily called up to change the characteristics of the game sound, voices from other players and even your own voice. For example, you can use the PX5 to accentuate sounds like footsteps or enemies reloading that might otherwise be difficult to hear with normal game audio.

Programmable Presets
The integrated USB port lets you connect your PX5 to a PC. Go to TurtleBeach.com and download new presets, program your own custom presets and update your headset with new features and more. That means you can customize your PX5 and turn it into your own "secret weapon" that's unlike anyone else's headset!

Intuitive Voice prompts
The PX5 incorporates intuitive voice prompts that announce critical headset status. Press the preset button and you'll hear the number. When the batteries need to be replaced, it tells you in advance. When powering on or off, you'll hear an announcement.

Designed for High-Quality Sound
The PX5 headset is designed to deliver high-quality audio that makes it ideal for gaming, movies and digital music playback. The high-fidelity, 50mm speakers are encased in acoustically-tuned ear cups with soft fabric cushions and deliver extended bass with extraordinary dynamic range for optimum audio performance.

PX5 Headset - Left Ear Cup Controls



1. **Main Power Button with LED**

   Powering ON: Press and hold until the headset announces “Powering On”.

   Powering OFF: Press and hold until the headset announces “Powering Off”.

   Automatic Power OFF: If the headset doesn’t detect any audio for more than 5 minutes, it will automatically shut down to conserve battery power.

   PS3/Xbox 360 Modes: Press the Power Button twice quickly to switch between PS3 and Xbox 360 modes. The headset will announce the selected mode. (See "Presets" on pg. 23 for further details)

   Power Button LED Indicator: Flashes once per second when paired to the Transmitter and flashes twice per second when not paired. (See “Pairing the Headset and Transmitter” on pg. 11 for further details)

   Pairing Mode: Initiates pairing mode between the headset and transmitter. From a powered down state, press and hold the power button for 6 seconds. The LED will begin to flash rapidly.

2. **Removable Microphone with Adjustable Boom**
   The microphone can be removed from the headset when chat is not required by detaching it from the boom. (See "Setup" on pg. 13 for further details)

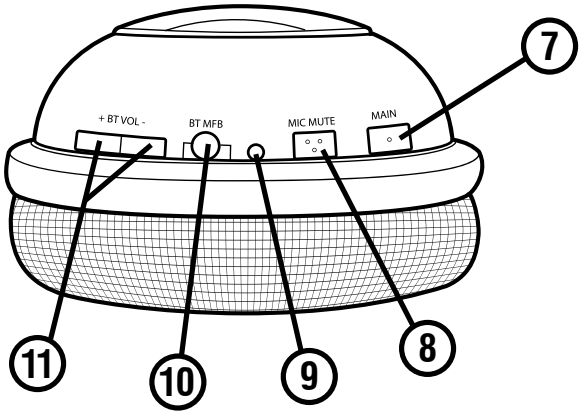
3. **Game Volume Control**
   Turn to adjust game volume level.

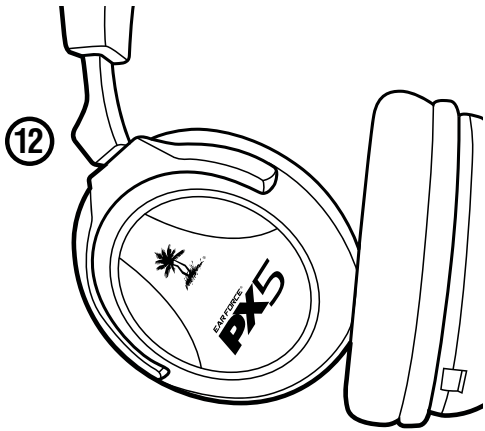
4. **Presets Button**
   Press to select one of eight (8) alternate game audio presets. (See "Presets" on pg. 23 for further details)

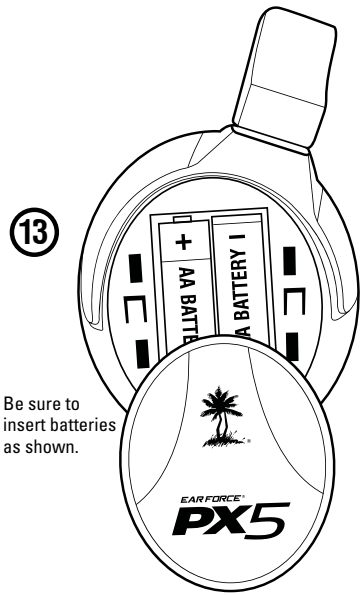
5. **Xbox 360 Controller Jack**
   Insert the straight connector on the Xbox Talkback Cable (included) into this jack when using the PX5 with an Xbox 360 for wired chat.

6. **USB Input**
   Allows for headset programming by connecting to a USB port on a PC with the included USB cable.
   (See the “Presets” on pg. 23 for further details)

PX5 Headset - Right Ear Cup Controls







Be sure to insert batteries as shown.

7. **Main (Main Preset Button)**
   Press to toggle between the selected (alternate) preset and the main (default) preset. (See "Presets" on pg. 23 for further details)

8. **Mic Mute Button**
   Press to toggle between muting and unmuting the microphone. A high tone will sound when the mic is unmuted and a low tone will sound when the mic is muted. When using the Xbox 360 Talkback cable, the mic can be muted directly from the switch on the Talkback cable or by pressing the mic mute button on the headset. When using the optional XBA wireless chat adapter for Xbox 360, the mic can be muted by quickly double-pressing the silver button on the XBA.

9. ***Bluetooth*® LED Indicator**
   Indicates when Bluetooth is active or in pairing mode. (see the "Bluetooth" section on pg. 25 for further details)

10. ***Bluetooth* Multi-function Button**
    Powers on the Bluetooth and performs several other functions described in the "Bluetooth" section (pg. 25)

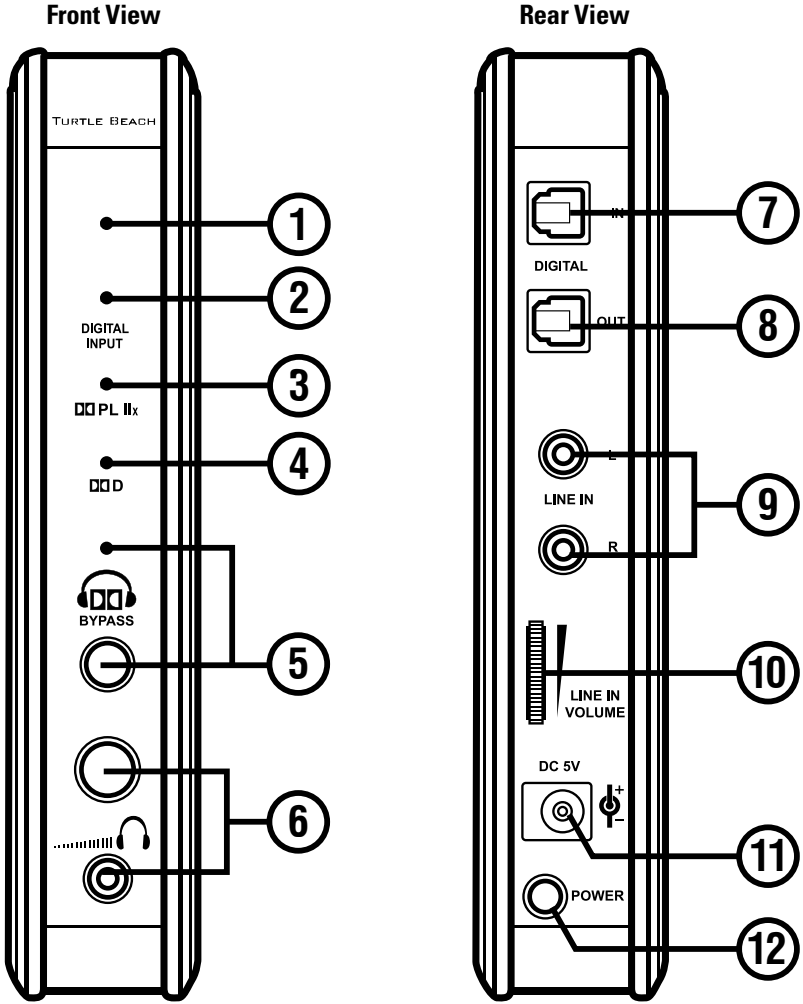
    Note: The Bluetooth feature is normally powered off to conserve battery power and may need to be powered on with the button when first using the headset.

11. ***Bluetooth* Volume Control**
    Press (+) or (–) to adjust Bluetooth volume level. A tone will sound each time the volume level changes.

12. **Swivel Ear Cups**
    The ear cups may be turned 90 degrees to rest conveniently around your neck.

13. **Battery Compartment Cover**
    Slide down to access the battery compartment. The headset is powered by (2) AA batteries (included) which should provide up to 15 hours of use depending on headset settings (Bluetooth, game audio, etc). Rechargeable NiMH batteries may also be used. The headset will announce when battery power is low.

PX5 Transmitter



1. **Power/Pairing LED Indicator**
   A solid LED indicates the transmitter is powered on and communicating with the headset. A pulsing LED indicates the transmitter can't communicate with the headset because it is powered off, not paired, or out of range. If this occurs, please refer to "Pairing the PX5 Headset and Transmitter" on page 11.
2. **Digital Input LED Indicator**
   A solid LED indicates when a digital input signal is detected.
3. **Dolby ProLogic® IIx LED Indicator**
   A solid LED indicates whenever a digital or analog input signal is being processed by the Dolby Pro Logic IIx decoder. This LED will turn off when the "Dolby Bypass" is ON.
4. **Dolby Digital Surround Sound LED Indicator**
   A solid LED indicates whenever a digital input signal is being processed by the Dolby Digital surround sound decoder. This LED will turn off when the "Dolby Bypass" is ON.
5. **Dolby Bypass Button and LED Indicator**
   Press to turn OFF Dolby processing. This allows you to hear the unmodified input signal in stereo. A solid LED indicates when the Dolby Bypass is active and Dolby processing is disabled.
   NOTE: Some presets on the PX5 headset may turn on the "Dolby Bypass" button automatically if the selected preset doesn't utilize Dolby Headphone processing.
6. **Wired Headphone Volume Control and Output Jack**
   This may be used for a second headset. Insert a wired headset into this jack to hear the same Dolby Surround Sound signal as the wireless headset.* The volume control does not affect the wireless headset.
7. **Digital Input**
   Provides digital audio input from the PS3 or Xbox 360 or via the included digital optical cable.
8. **Digital Output**
   Provides digital audio output via an additional digital optical cable (not included) to connect the PX5 transmitter to your TV/home theater. This allows you to hear your PS3 or Xbox 360 audio on the headset and TV/home theater speakers at the same time.
9. **Line In (stereo analog inputs)**
   Use these inputs to connect analog audio sources (TV, MP3 player, etc). If the "Dolby Bypass" is OFF, the analog stereo signal will be processed by the Dolby Prologic IIx decoder, producing an expanded stereo effect.
10. **Line In Volume Control**
    Sets the volume of the analog inputs. This control has no effect on the digital signal level. Typically, this should be set to maximum and the headset volume used to adjust the listening level. If the sound distorts, turn down the Line In Volume to prevent overloading the analog inputs.
11. **Power Socket**
    Insert the included USB power cable into this socket. Insert the other end into a free USB port on your console.
12. **Power Switch**
    Press to turn the transmitter on or off.

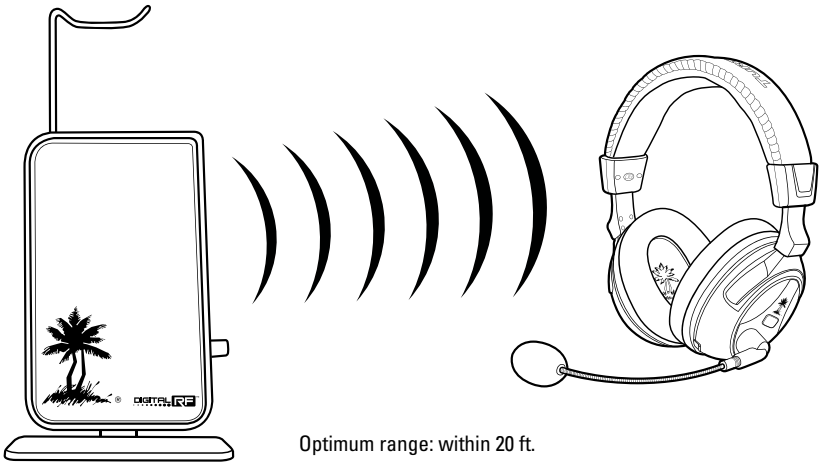
***Since presets are governed by the PX5 headset, the presets do not apply to a second wired headset.**

Using the Transmitter

Transmitter Range

The transmitter sends game audio from your PS3 or Xbox 360 to the headset via digital radio frequency (RF) signal, so a direct line of sight is not required. When you're out of range, you may hear popping or clicking sounds if the headset loses the RF signal. For best performance, place the transmitter in an open area that is unobstructed by objects that might absorb RF signals from the internal antenna. Avoid placing it on a metal surface, such as the top of a home theater A/V receiver.

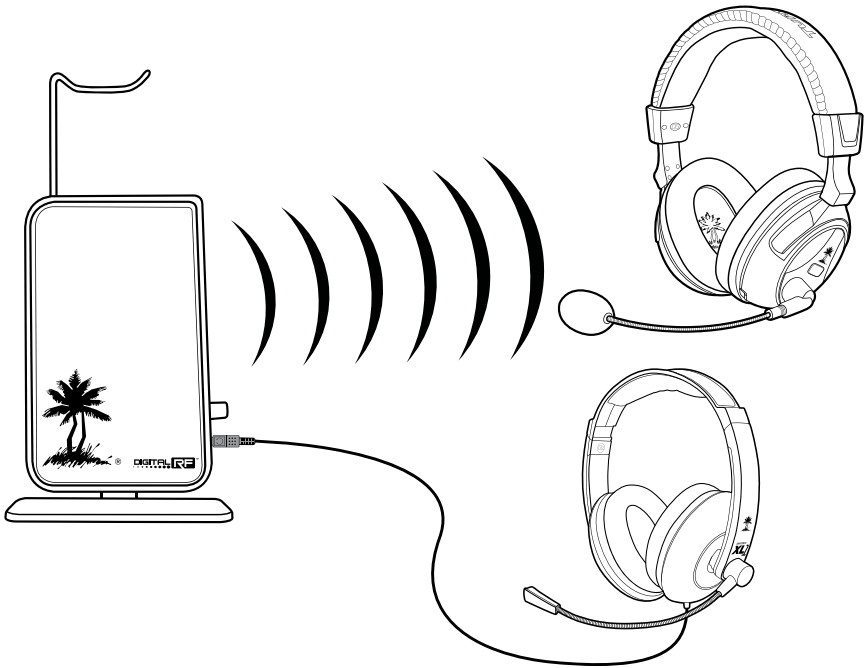
When the transmitter and headset are communicating, the top LED on the front of the transmitter will be on. If this LED is slowly pulsing, it means the transmitter can't communicate with the headset. This could happen if the headset is turned off, out of range or needs to be "paired".



Optimum range: within 20 ft.

Using Wired Headphones

The transmitter can only communicate with one wireless headset, so two wireless headsets cannot be used with the same transmitter. The headphone jack on the front of the transmitter can be used to connect a set of wired headphones for listening to the Dolby Surround Sound game sound being transmitted to the wireless headset.* The volume control above the jack sets the volume of the wired headset and does not affect the volume of the wireless headset.



***Since presets are governed by the PX5 headset, the presets do not apply to a second wired headset.**

Pairing the PX5 and Transmitter

The headset and transmitter in this package are “paired”, which means they’re synchronized to ensure they work together. When the headset and transmitter are communicating, the top LED on the front panel of the transmitter will be on solid. If this LED is instead slowly pulsing, it means the transmitter can’t communicate with the headset. This could happen if the headset is turned off or out of range. If the LED is slowly pulsing when the headset is on and within range, then they might need to be “paired” as described below:

Step 1:

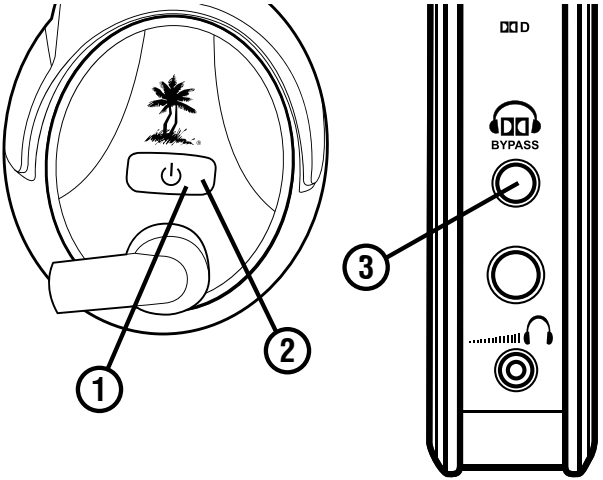
Make sure the headset is off by pressing the “Power” button until the LED turns solid, and then release it when the LED turns off.

Step 2:

Then press and hold the headset power button until the LED turns solid and release when the LED begins to flash rapidly. A voice prompt will announce "pairing headset."

Step 3:

Press and hold the transmitter “Bypass” button for 5 seconds until the topmost LED on the transmitter turns off, then release the button. The transmitter LED will then flash rapidly and a voice prompt will announce "headest paired."



After a few seconds, the topmost transmitter LED should be on solid and the headset LED should be flashing about once per second, indicating that the units are paired.

Interference from Two Headsets

Only one headset can be paired with the transmitter. If you pair two headsets with the same transmitter, they’ll interfere with each other as they compete for the transmitter RF signal. This will cause one headset to shut off. So don’t try to pair two headsets with the same transmitter!

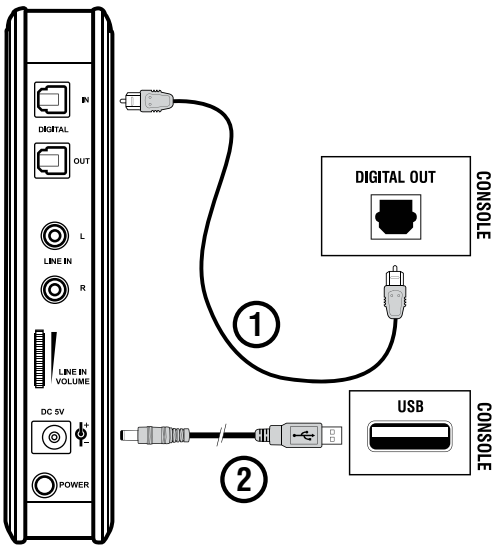
Setup

PS3™, Xbox 360® (Slim)

1. Connect the Digital Optical Cable

NOTE: Remove the protective caps from each end of the optical cable before inserting it into the sockets.

2. Connect the Transmitter Power

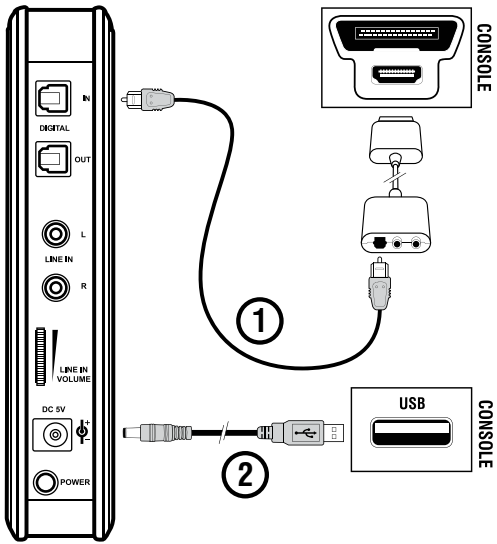


Xbox 360 (Original)*

1. Connect the Digital Optical Cable
(Requires Xbox 360 Audio Adapter, sold separately)

NOTE: Remove the protective caps from each end of the optical cable before inserting it into the sockets.

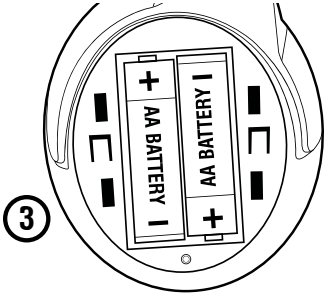
2. Connect the Transmitter Power



***Xbox 360 Audio Adapter cable required (sold separately). If your HDTV has an optical AUDIO OUT jack, you can use it to connect the optical cable to the transmitter.**

Setup (con't)

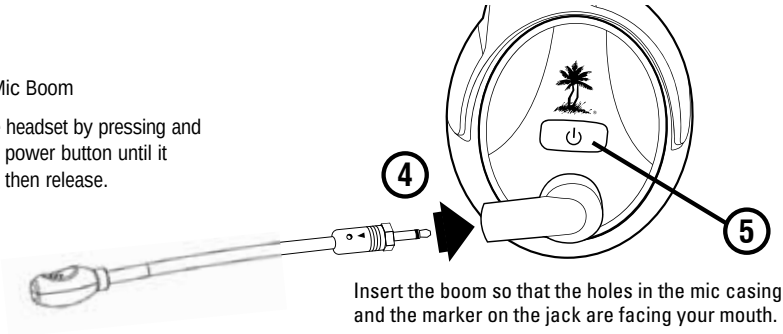
3. Insert the Headset Batteries



Right Ear Cup:
To remove the battery cover, slide downward

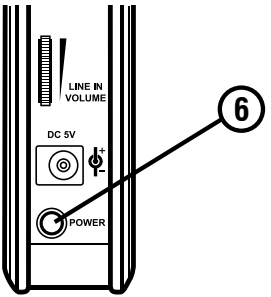
NOTE: Be sure to insert batteries as shown.

4. Insert the Mic Boom
5. Turn on the headset by pressing and holding the power button until it turns solid, then release.



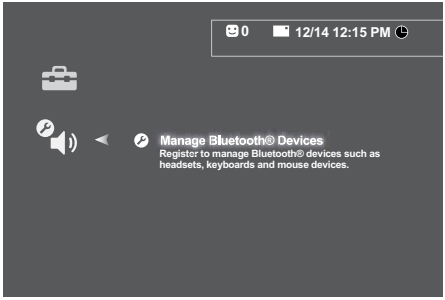
Insert the boom so that the holes in the mic casing and the marker on the jack are facing your mouth.

6. Turn on the Transmitter by pressing the power button



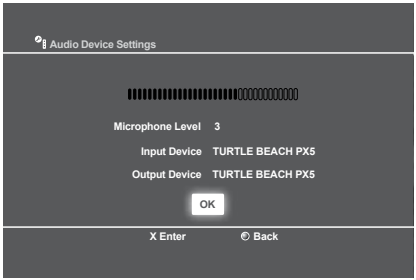
PS3™ *Bluetooth*® Chat Setup

When using the PX5 with a PS3, the Bluetooth is used for Playstation® Network chat. Follow these instructions to pair the Bluetooth.


0
12/14 12:15 PM
Manage Bluetooth® Devices
Register to manage Bluetooth® devices such as headsets, keyboards and mouse devices.

1. With the PX5 Bluetooth powered OFF, go in the PS3 Menu and select "Settings" > "Accessory Settings" > "Manage Bluetooth Devices"
2. If you have never used a Bluetooth device or have deleted any profiles from other devices previously used with your console, the PS3 prompt will ask if you wish to register a device. Choose "Yes" to start scanning. If any other Bluetooth devices have previously been paired with your console they will appear in a list. Choose "Start Scanning" at the bottom of the screen.
3. On the PX5, press and hold the **BT MFB button** for 5 seconds until the flashing LED changes from blue to red — then release the button. A voice prompt in the earpiece will indicate that the PX5 is in pairing mode.
4. When the PS3 is finished scanning, it will prompt you to select the Bluetooth device. Select **"TURTLE BEACH PX5"** from the list.
5. Enter **"0000"** as the **Pass Key** and select **"OK"**. A voice prompt in the earpiece will indicate that the PX5 is now paired with your PS3.

Configure PS3 System Settings



1. Place the PX5 in PS3 mode by quickly pressing the power button twice.
2. In the PS3 Menu, select "Settings" > "Sound Settings" > "Audio Output Settings" > Optical Digital > Dolby Digital 5.1
3. In the PS3 Menu, select "Settings" > "Accessory Settings" > "Audio Device Settings" > set the **"Input"** and **"Output"** to **"TURTLE BEACH PX5"**

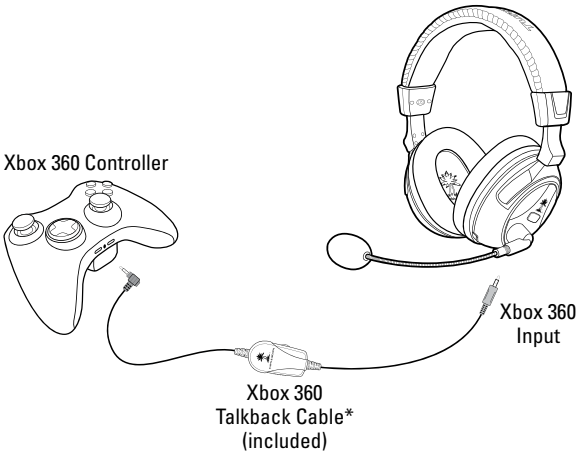
Xbox 360® Chat Setup

Wired Chat Setup

1. With the headset powered on, place the PX5 in Xbox Mode by quickly pressing the power button twice. The headset will announce which mode it's in.

2. Insert the right angle plug into the headphone jack on the Xbox 360 controller.

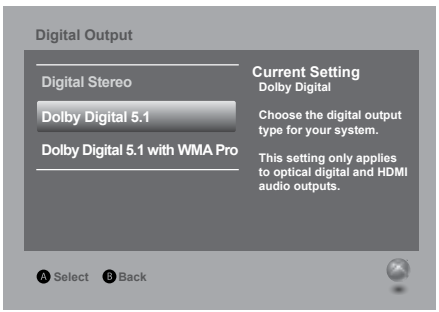
3. Insert straight plug into the controller jack on the left ear cup of the headset.



Configure Xbox 360 System Settings

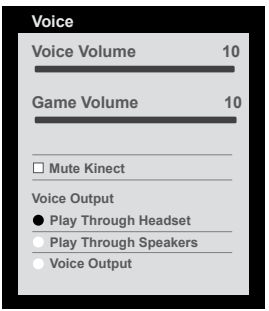
1. In the Xbox 360 System Settings, select:
   Settings > Audio > Accessory Settings > Audio Device Settings

   Set the "Digital Output" to "Dolby Digital 5.1"


Digital Output
Digital Stereo
Dolby Digital 5.1
Dolby Digital 5.1 with WMA Pro
Current Setting
Dolby Digital
Choose the digital output type for your system.
This setting only applies to optical digital and HDMI audio outputs.
A Select
B Back

2. In the Xbox 360 System Settings, select:
   Settings > Preferences > Voice

   Set the "Voice/Game Volume" to 10 and set the "Voice Output" to "Play Through Headset"



Xbox 360 Wireless Chat Setup*

(Optional) Connecting the XBA *Bluetooth®* Chat Adapter*

1. Place the headset in PS3 Mode** by quickly pressing the Power button twice. The headset will announce which mode it's in.
2. Power on the Xbox 360 controller and plug the XBA into the controller headset jack.
3. With the XBA powered off, press and hold the button on the XBA for 4 seconds to enter Bluetooth pairing mode. The LED will begin to blink rapidly.
4. With the PX5 powered-on, press and hold the BT MFB button on the right ear cup for about 5 seconds to power on the Bluetooth.

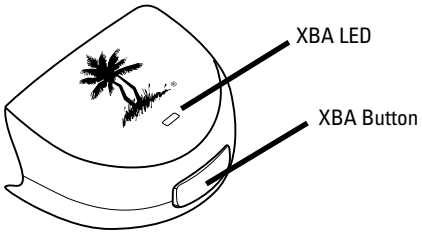
If this the first time you've powered-on the headset, the Bluetooth will automatically be in pairing mode.

If its not the first time the headset has been powered-on, make sure the Bluetooth is powered-off and press and hold the BT MFB button for about 5 seconds until you hear "Pairing Bluetooth" in the headset.

After a few seconds, the XBA and the PX5 will be paired and the headset will announce Bluetooth Paired". The XBA will automatically pair itself to the headset each time it's powered on so you will only need to complete the pairing process during initial setup.

XBA Functions

Function	Button Press	LED
Power ON	Single	1 blink / sec
Power OFF	Hold 3 secs	OFF
Mic MUTE	Double	Solid ON
Mic UNMUTE	Double	1 blink / sec
Pairing Mode (paired) (not paired)	Hold 4 secs	 2 blinks / sec 1 blink / sec



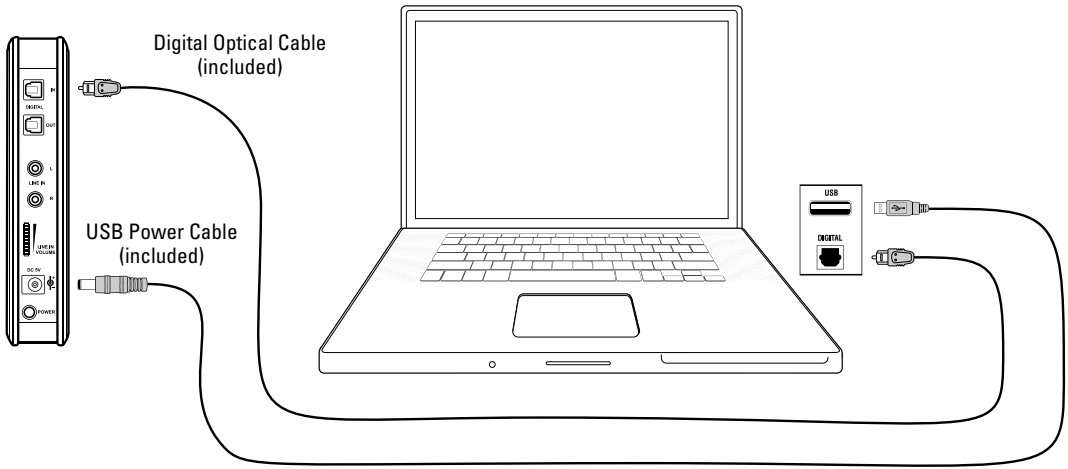
***The XBA Bluetooth Chat Adapter is sold separately at www.turtlebeach.com. It is not compatible with the Xbox 360 chat pad and may not be compatible with third party controllers.**

****While Xbox Mode will work for this setup, PS3 Mode is designed for wireless Bluetooth chat and Xbox 360 users will experience better wireless chat quality when in PS3 Mode.**

PC/Mac® Setup[1,2,3]

The PX5 can be setup for PC gaming (Windows or Mac) in 2 different ways depending on your system specifications. In order to hear surround sound, your computer must have a digital (optical) connection and Dolby® Digital Live installed. For wireless chat functionality, your computer must have Bluetooth® built in or you must purchase a separate USB Bluetooth adapter.

PC/Mac with Digital (optical) Audio Output and *Bluetooth*[1, 2, 3]



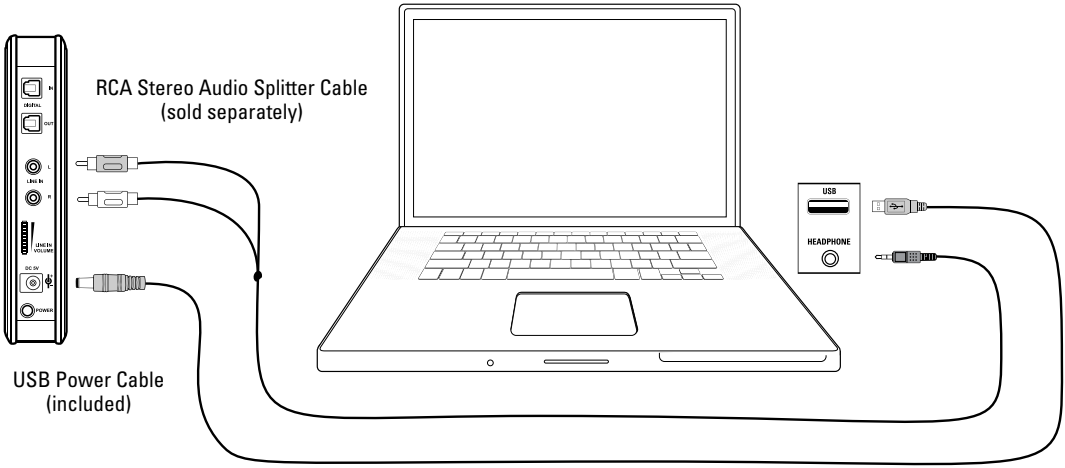
1. **If your PC or Mac does not include a digital optical output, then you will need to purchase an "Optical S/PDIF Adapter". Turtle Beach offers the "Audio Advantage® Micro II" which is available on our website.**

2. **Most games will not output Dolby 5.1 unless your computer is running Dolby Digital Live. You will hear enhanced stereo audio unless Dolby Digital Live is installed.**

3. **Requires a PC or Mac with built in Bluetooth or a USB Bluetooth Adapter.**

4. **In this configuration you will only hear enhanced stereo audio. To hear surround sound, you need to use the digital optical cable as shown in the first diagram and have Dolby Digital Live installed.**

PC/Mac with Analog Audio Output and *Bluetooth*[3, 4]



***Bluetooth* Setup[3]**

1. Power on the PX5 and make the Bluetooth discoverable by pressing and holding the **BT MFB for 5 seconds** until the flashing LED changes from blue to red—then release the button. A voice prompt in the earpiece will indicate that the PX5 is in pairing mode.
2. Enable the Bluetooth on your PC or Mac to discover the PX5:
   Windows: Start > Control Panel > Hardware and Sound > Bluetooth Devices > click "Add" and then follow the instructions.
   Mac OS: System Preferences > Bluetooth > click the "Set up New Device" and then follow the instructions.

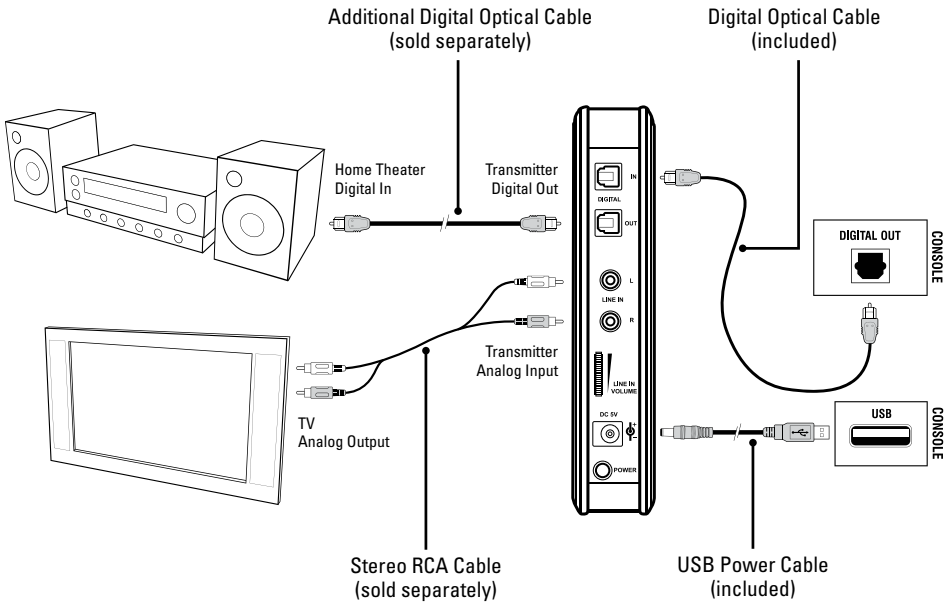
After pairing successfully to your computer, the PX5 will announce "Bluetooth Paired" in the headset. The PX5 will automatically pair itself to your computer each time it's powered on so you will only need to complete the pairing process during initial setup.

Home Theater Setup

Setting up the transmitter as illustrated below lets you listen to your console or TV with the PX5 headset. You can also hear your console on your home theater speakers without disconnecting the optical cable from the transmitter.

The PX5 transmitter's analog inputs connected to the TV will automatically shut off whenever your console is active, as indicated by the digital input LED on the transmitter front panel. When your console is turned off, the transmitter analog inputs will automatically turn on so you can listen to the TV with the PX5 headset without having to disconnect cables.

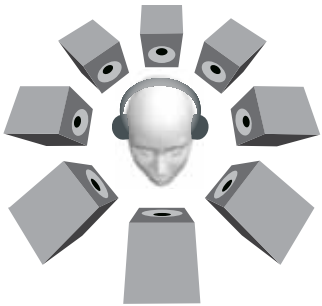
Connecting the PX5 transmitter digital output to your home theater system will pass your console's game audio from the transmitter's digital input to the home theater A/V receiver digital input, so you can hear the game audio on your PX5 headset and your surround sound speakers at the same time. To hear the game audio only on the PX5 headset, turn down or mute your speakers.



Dolby® Processing

The PX5 uses Dolby Pro Logic IIx, Dolby Digital, and Dolby Headphone processing technologies – the industry-standard formats for encoding multi-channel game audio. Dolby Headphone processing recreates surround sound using the PX5 headset so you can hear the sound all around you, as if you were listening to an actual surround sound speaker system.

Stereo Sound Field



Sound field with Dolby
Surround Sound Processing

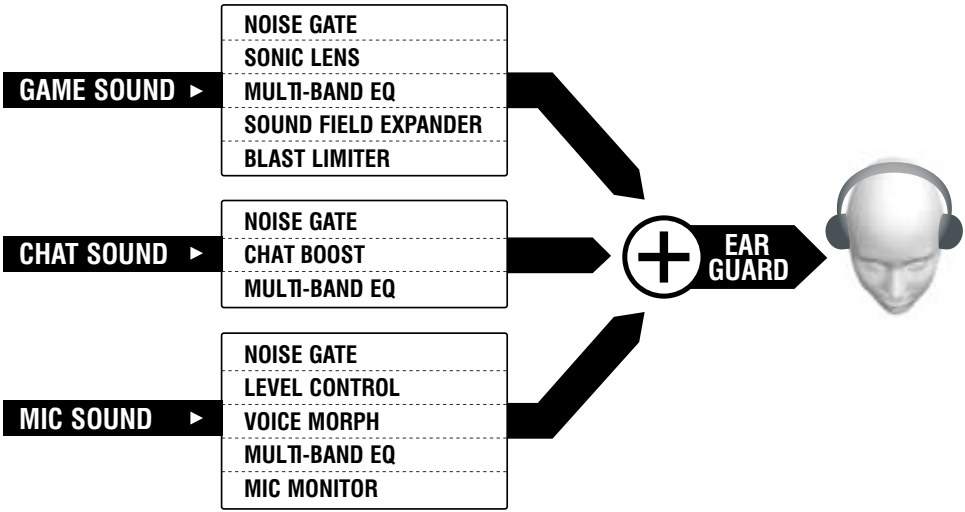
The PX5 Transmitter supports three types of digital source material and analog stereo. When the **Dolby Bypass** button is **ON**, Dolby processing is deactivated, so you can hear the unprocessed input signal in stereo. Here's how the signal processing modes operate:

- When the digital input signal is active, the front panel **Digital Input LED** turns on and the analog inputs are turned off.
- If the Dolby Bypass LED is ON, Dolby processing is deactivated and the signal will be heard as stereo.
- If the digital input source is a Dolby Digital 5.1/7.1 signal, the front DD D LED turns on and Dolby Headphone processes the channels to create surround sound in the headset.
- If the digital input source is a Dolby Pro Logic IIx signal, both Dolby LEDs will turn on and Dolby Headphone processes creates Pro Logic IIx surround sound in the headset.
- If the digital input source is stereo, the DD PL IIx LED turns ON and the signal is processed by Dolby DD PL IIx and Dolby Headphone to create and expanded stereo sound in the headset.
- If the digital input source is not active (or disconnected) the analog stereo signal will be active.
- If there is an analog stereo input and the Dolby Bypass LED is ON, there will be no Dolby processing and the signal will be heard as stereo.
- If the is an analog stereo input and the Dolby Bypass LED is OFF, the DD PL IIx LED turns ON and the analog stereo signal is processed by Dolby Pro Logic IIx and Dolby Headphone to create an expanded stereo sound in the headset.

Digital Signal Processing

The PX5 headset incorporates a **Digital Signal Processor (DSP)** to independently modify game, chat and microphone audio. The DSP settings are saved as presets, which are described in the next section. Connecting the PX5 headset to a PC with the included USB cable lets you create custom presets or replace the presets with different ones downloaded from our website. For more information on custom presets, please visit the PX5 section on our website (www.TurtleBeach.com).

The DSP provides a wide variety of audio enhancements, including:



Noise Gates: Separate noise gates on the game, chat and microphone audio channels cut out background noise that's below a threshold point, so rather than hearing static or other distracting sounds, you'll hear total silence when there's nothing going on.

Sonic Lens: The game sound can be processed by band-limited dynamic range compression that focuses on specific types of sounds in the game (e.g. footsteps, the loading of a gun, etc.) so you can hear them better and react faster.

Sound Field Expander: The game sound field can be adjusted from narrow to wide, bringing out background sounds that might be difficult to hear.

Blast Limiter: The maximum sound level can be limited over a wide range, so you can turn up the volume of softer sounds without blasting your ears when louder sounds occur.

Chat Boost: Automatically boosts the level of Playstation® Network or Xbox LIVE® chat signals as the game volume increases, so you can always hear your teammates regardless of game volume.

Voice Morphing: Change the pitch of your voice from the deep lows to shrill highs, disguising yourself to other online players.

Microphone ALC: An Automatic Level Control on the microphone channel helps prevent overload when you shout into the mic.

Microphone Monitoring: Hear your voice as you speak into the mic, so you won't have to shout.

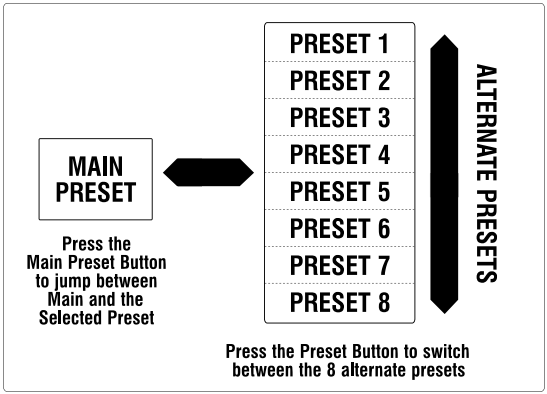
Multi-Band Equalizers: The game, chat and mic audio can be individually adjusted for optimum tone settings (e.g. bass boost/cut, treble boost/cut, midrange boost/cut).

Ear Guard: After the game, chat and mic audio is mixed together, they're processed by Ear Guard which limits the maximum sound level before it reaches your ears, reducing ear fatigue during long gaming sessions.

Intuitive Voice Prompts: A voice announces headset status, so you won't have to wonder what's going on. (e.g "Battery low", "Preset #", etc).

Presets

The PX5 has a total of 18 presets that are grouped in two sets of 9. The first set is optimized for PS3 mode and the second set of is optimized for Xbox 360 mode. Pressing the power button twice quickly will switch between wireless and wired modes and the headset announces which mode is active.


MAIN PRESET
Press the Main Preset Button to jump between Main and the Selected Preset
PRESET 1
PRESET 2
PRESET 3
PRESET 4
PRESET 5
PRESET 6
PRESET 7
PRESET 8
ALTERNATE PRESETS
Press the Preset Button to switch between the 8 alternate presets
Double press the power button 2X quickly to switch between PS3 and Xbox 360 modes.

Main and Alternate Presets

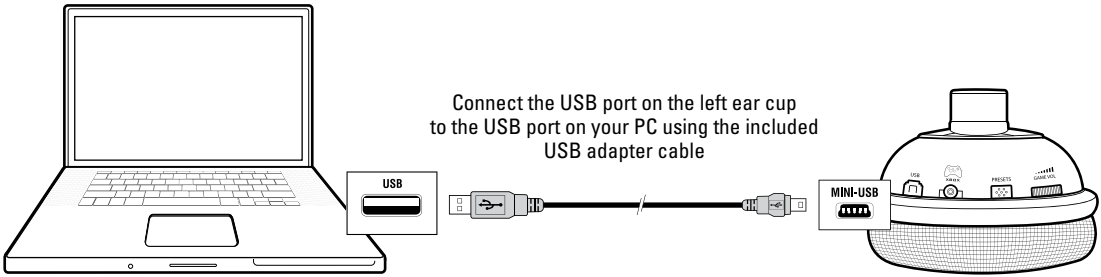
The 9 presets are grouped as one (1) Main preset and eight (8) Alternate presets. The main preset is “flat”, meaning that it does not process the sound, while the Alternate presets are optimized for specific game conditions. Each Alternate preset has different settings to modify the game, chat and microphone sounds, so as you toggle through them you'll hear the sound change as it’s processed by the preset.

Using Presets

Pressing the Main button on the right ear cup toggles between the Main and Alternate presets. For best results, start with the Main preset and then toggle to an Alternate preset that's optimized for the game situation you're in. When the situation has passed, you can switch back to the Main preset. For example, if you want to focus in on the sound of enemy footsteps, toggle to one of the Alternate presets that's optimized for footsteps, then toggle back to the Main preset when you're done.

Customizing Presets

The 18 default presets can be replaced with custom presets by downloading new ones from the Turtle Beach webstie. You can also create your own custom presets by downloading the PX5 Advanced Sound Editor software. For more information, visit www.turtlebeach.com/customize.



Connect the USB port on the left ear cup to the USB port on your PC using the included USB adapter cable

Using *Bluetooth*®

The PX5 incorporates Bluetooth technology that lets you communicate with Playstation® Network and Xbox LIVE®chat, answer calls on your mobile phone and listen to stereo music streaming from a Bluetooth enabled digital music player. So, for example, you can answer a phone call or listen to your favorite songs while gaming. If you're not using any of these Bluetooth features, you should turn off the Bluetooth radio to conserve battery power.

Pairing the *Bluetooth* for Playstation Network or Xbox LIVE Chat

See "PS3 Bluetooth Chat Setup" on page 14.
See "Xbox 360 Wirless Chat Setup" on page 16.

Pairing a *Bluetooth* Enabled Device (mobile phone, digital music player)

The **PX5 Bluetooth** must be **powered off** before you start:

1. On the PX5, press and hold the **BT MFB for 5 seconds** until the flashing LED changes from blue to red—then release the button. A voice prompt in the earpiece will indicate that the PX5 is in pairing mode.
2. On your Bluetooth enabled device, activate the Bluetooth mode and search for Bluetooth devices as described in its user manual.
3. When your device is finished scanning, select **"TURTLE BEACH PX5"** from the list and follow the prompts to connect.
4. Enter **"0000"** as the **Pass Key** and select **"OK"**. A voice prompt in the earpiece will indicate that the PX5 is now paired with your device.

Dual Pairing

The PX5 can be simultaneously paired to 2 Bluetooth enabled devices at once. For example, you can pair the PX5 to Playstation Network online chat and your mobile phone at the same time. If your mobile phone is also a digital music player like many smart phones, you can stream music to your headset as well. The PX5 will automatically remember the last 2 paired devices upon powering on.

NOTE: Only one Bluetooth device can be active on the headset at a time. For example, if you are making a call with the headset while on Playstation Network chat, the chat will be deactivated until the call is over.

Making Calls

Once the PX5 is successfully paired with your mobile phone, you can use it to make and receive calls. The PX5 can be used with voice dialing if your phone supports this function.

1. **Using voice dialing*** – **Press the BT MFB button for 3 seconds** until you hear a tone—then release. The voice recognition prompt in your phone will now be activated. Say the name of the phone number or person whom you want to call. You can exit the voice recognition state at any time by pressing the MFB for 3 seconds.
2. **Using mobile phone keys to make a call** – Dial the number on the mobile phone as normal. Once the call has been placed, the sound will automatically be transmitted to the PX5.
3. **Redial – Double-click BT MFB button.** You will hear two tones, and the last number called will be dialed.
4. **Muting the microphone** – During a call, the PX5 microphone muting can be toggled by **Pressing the MIC MUTE button**. You will hear one tone, indicating that the mic mute is active. While the mic is muted, a beep will be heard every 30 seconds to let you know that mic mute is still activated.

NOTE: Some mobile phones may not have a redial or voice recognition function. If a phone does not have a redial function, then a double-click of the MFB will initiate the voice recognition state instead. If a phone does not have either function, then a double-click or 3-second press of the MFB will have no effect.

Receiving Calls

When the PX5 Bluetooth is powered on and there is an incoming call you will hear a musical chime.

You have three options when an incoming call is received:

1. **Answer call – Press the BT MFB once** to accept the call. Press it again to end a call. A tone is heard in the earpiece each time you answer or end a call.
2. **Reject call – Press the BT MFB for 3 seconds** until you hear a beep. The call is sent directly to your voicemail.
3. **Do nothing** – The "incoming call chime" will sound until your phone sends the caller to voicemail.

PX5 Technical Specifications

Headset

· 50mm diameter speakers
· Game audio frequency response: 20Hz - 20kHz, >120dB SPL @ 1kHz
· Condenser microphone frequency response: 50Hz - 15kHz
· Game audio digital 2.4GHz RF wireless reception
· Bluetooth radio with dual-pairing mode and A2DP compatibility
· Headphone amplifier: Stereo 27mW/ch, THD <1%
· Digital Signal Processor for independently controlled chat, game and mic signals
· USB port for programming the DSP via a Windows XP/Vista/7 computer
· Operates on (2) AA batteries or (2) AA rechargeable NiMH batteries
· Automatic shut down after approx 5 minutes of carrier loss or silence to conserve battery power
· Battery booster circuit extends battery life for up to 15 hours
· Weight: 39 oz (1.1Kg)

Transmitter

· Digital 2.4GHz RF wireless transmission with up to 30 foot range
· Stereo headphone output with volume control for external wired headphones
· Frequency response: 20Hz - 20kHz
· Optical TOSLINK digital audio input compatible with 48kHz digital audio stream
· Optical TOSLINK digital audio output pass-through of digital input stream
· Stereo RCA inputs for processing digital music player, TV and other analog sources
· 150MIPS Digital Signal Processor for Dolby processing
· Maximum analog input level with volume control on maximum setting: 2Vpp (700mV rms)
Input sensitivity may be adjusted to accept higher level signals by lowering the volume control
· Dimensions: Height 8.875 in (22.5 cm), width 4.375 in (11.1 cm), depth 4.375 in (11.1cm)
Weight: 8.4 Oz (240g)

Troubleshooting Tips

No sound

- Check that the transmitter and headset volume controls are both turned up.
- Check that the transmitter power and optical cables are properly connected.
- Check that the headset is powered on. The LED on the left ear cup should be flashing.
- Check if the top LED on the front of the transmitter is on solid. If the LED is slowly pulsing, it indicates that the transmitter isn't communicating with the headset. If the headset is on solid and the transmitter LED is slowly pulsing, then the headset and transmitter need to be "paired" as described in the section "Pairing the PX5 Headset and Transmitter".

Audio Drops, Popping or Clicking Sounds

Audio dropouts, popping or clicking sounds on the headset are caused by poor reception. This can occur when:

- The headset and transmitter are out of range. For best performance, stand within 20 feet from the transmitter.
- There's a wall or other large object between the headset and transmitter.
- The transmitter is in a bad location that is interfering with the antenna.
- A wireless base station or wireless LAN are causing a lot of RF activity that's blocking the RF signal from the transmitter.

Sound Too Low when using the Analog Inputs

If you're listening to the analog inputs on the transmitter and the sound is too low, even with the headset volume turned up all the way, turn up the volume on the transmitter or on the audio source. Note that the transmitter volume control has no affect on the digital input.

Audio Distortion when using the Analog Inputs

If the sound is distorted when using the transmitter analog input, it may be that the audio source is overloading the transmitter. Try turning down the volume on the transmitter to reduce the input sensitivity, then turn up the headset volume to a comfortable level. Note that the transmitter volume control has no effect on the digital input.

Analog Input isn't working

The transmitter analog inputs will automatically shut off whenever the digital input is active. To hear the analog input signal, either disconnect the optical cable from the digital input on the transmitter, or shut off the device connected to the optical cable (e.g. XBOX 360) to disable the digital audio signal.

Properly Positioning the Headset

Don't wear the headset with the headband behind your head. The headband must be positioned on top of your head to optimize the surround sound effect.

Troubleshooting Tips (con't)

PS3 Pairing Issues

- If the PS3 cannot locate your PX5, make sure that it is in pairing mode before you starting scanning, as indicated by the flashing red/blue LED.
- If the PX5 is missing from the device menu list after you re-start your PS3, please repeat the pairing process.
- If the PX5 appears on the PS3 Audio Device menu but is not selectable, then it is not connected (it should connect automatically when the Audio Device menu is selected). Make sure the headset is charged and powered on, then select the "Connect Bluetooth" tab on the screen. If this doesn't correct the issue, please repeat the pairing process.
- If there are other active Bluetooth devices nearby, power them off to see if this has any effect on the PX5's performance.
- Also try updating your PS3's system software with the latest version. This can be done in the System Settings menu.

Voice Chat Drops

- Most in-game voice chat drops are simply caused by network performance or "lag". Usually they subside after a few moments so please be patient. In extreme cases, you may have to leave a game and return to reset the chat function.
- If you use a wireless internet connection, low signal strength from your modem/router can make the voice chat malfunction. A wired connection from your modem/router to your console is recommended for best results.
- If there are other active Bluetooth devices nearby, power them off to see if this has any effect on the PX5's performance.

Safety Notice

To avoid potential damage to the device, always disconnect all cables before transporting it.

WARNING: Permanent hearing damage can occur if a headset is used at high volumes for extended periods of time, so it is important to keep the volume at a safe level. Over time, your ears adapt to loud volume levels, so a level that may not cause initial discomfort can still damage your hearing. If you experience ringing in your ears after listening with the headset, it means the volume is set too loud. The louder the volume is set, the less time it takes to affect your hearing. So, please take care to listen at moderate levels.

- Before placing a headset on your ears, turn the volume down completely, then slowly increase it to a comfortable level.
- Turn down the volume if you can't hear people speaking near you.
- Avoid turning up the volume to block out noisy surroundings.

Limited Warranty for Turtle Beach Products

Voyetra Turtle Beach, Inc. ("VTB") warrants to the original end-user purchaser ("Purchaser") that the retail Turtle Beach hardware product herein ("Product") will be free of defects in materials and workmanship for a period of one year from the date of purchase by the Purchaser ("Warranty Period"). Any Extended Warranty or Service Plans purchased through a Retail store are not honored by VTB. The Warranty refers to the repair/replacement of a defective product during this period and not a refund.

This limited warranty extends only to the Purchaser and is not transferable or assignable to any subsequent purchaser. This limited warranty is applicable only in the country or territory where the Product was purchased from an authorized VTB retailer and does not apply to a Product that has been purchased as used or refurbished (except refurbished by VTB) or was included as part of a non-VTB product.

WARRANTY SERVICE
In the USA and CANADA Warranty Service is provided by our TURTLE BEACH OFFICEs and in all other Countries it is provided by our local International Distributors.
VTB does not warrant uninterrupted or error-free operation of the Product and is under no obligation to support the Product for all computer operating systems or future versions of such operating systems.

If a defect should occur during the Warranty Period, Purchaser must contact VTB to obtain a Return Merchandise Authorization ("RMA") number. Purchaser will be responsible for shipping costs incurred in returning the defective Product to an authorized VTB service center, or to the repair facility located at VTB's corporate headquarters. A copy of the dated proof of purchase and a description of the problem must be included with the defective Product. VTB will not be responsible for other products or accessories included with the defective Product sent to VTB. The RMA number must be clearly indicated on the outside of the package. Packages without an RMA number will be refused by VTB or its representatives and returned to sender at the sender's expense.
In the event of a defect, Purchaser's sole and exclusive remedy, and VTB's sole liability, is expressly limited to the correction of the defect by adjustment, repair, or replacement of the Product at VTB's sole option and expense. VTB owns all Products it has replaced and all parts removed from repaired Products. VTB uses new and reconditioned parts made by various manufacturers in performing warranty repairs and building replacement products. If VTB repairs or replaces a product, the original Warranty Period is not extended, however, VTB warrants that repaired or replacement parts will be free from defects in material and workmanship for a period of thirty (30) days from the date of repair or replacement, or for the remainder of the Warranty Period, whichever is greater.

This warranty does not apply to any Product that has had its serial number altered, removed or defaced, or any Product damage caused by shipping, improper storage, accident, problems with electrical power, abuse, misuse, neglect, ordinary wear, acts of God (e.g. flood), failure to follow directions, improper maintenance, use not in accordance with product instructions, unauthorized modification or service of the Product or damage resulting from the use of the Product with hardware, software or other products not provided by or specifically recommended by VTB.

Limited Warranty for Turtle Beach Products

THIS LIMITED WARRANTY IS PURCHASER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. TO THE EXTENT PERMITTED BY APPLICABLE LAW, VTB HEREBY DISCLAIMS THE APPLICABILITY OF ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR USE FOR THE PRODUCT. IF SUCH A DISCLAIMER IS PROHIBITED BY APPLICABLE LAW, THE IMPLIED WARRANTY IS LIMITED TO THE DURATION OF THE FOREGOING LIMITED WRITTEN WARRANTY.

IN NO EVENT SHALL VTB BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, OR DAMAGES, INCLUDING BUT NOT LIMITED TO ANY LOST PROFITS, DATA, OR LOSS OF USE, ANY THIRD PARTY CLAIMS, AND ANY INJURY TO PROPERTY OR BODILY INJURY (INCLUDING DEATH) TO ANY PERSON, ARISING FROM OR RELATING TO THE USE OF THIS PRODUCT OR ARISING FROM BREACH OF THE WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, TORT, OR STRICT LIABILITY, EVEN IF VTB HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
This warranty supersedes all prior agreements or understandings, oral or written, relating to the Product, and no representation, promise or condition not contained herein will modify these terms. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above exclusion or limitation may not apply to you. This warranty gives you specific legal rights. You may also have other rights, which vary from state to state. Any action or lawsuit for breach of warranty must be commenced within eighteen (18) months following the purchase of the Product.

EXCLUSIONS FROM LIMITED WARRANTY:
This Limited Warranty shall not apply and VTB has no liability under this Limited Warranty if the Turtle Beach Product:

- is used for commercial purposes such as "LAN Centers" (including rental or lease);
- is modified or tampered with;
- is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated to defective materials or workmanship;
- serial number is defaced, altered or removed;
- is not used in accordance with the documentation and use instructions; or
- is repaired, modified or altered by other than authorized repair centers.
- product is no longer available because it was discarded.

FCC Declaration of Conformity

Product Name:	Ear Force PX5
Model Number(s):	TBS-2180-01
FCC Rules:	FCC CFR Title 47 Part 15 Subpart B: 2009 CLASS B FCC CFR Title 47 Part 15 Subpart C: 2008

Operating Environment: **GENERAL OFFICE AND HOME USE**

FCC COMPLIANT STATEMENT

This device complies with part 15 of the FCC rules. Operation is subjected to the following conditions:

(1) This device may not cause harmful interference, and
(2) This device must accept any interference received including interference that may cause undesired operation.

INFORMATION TO USER

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1) Reorient or relocate the receiving antenna.
2) Increase the separation between the equipment and receiver.
3) Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4) Consult the dealer or an experienced radio/TV technician for help.

The user's manual or instruction manual for an intention or unintentional radiator shall caution the user that the changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

WARNING: Changes or modifications made to this equipment not expressly approved by VOYETRA TURTLE BEACH, INC. may void user's authority to operate this equipment.

EC Declaration of Conformity

Manufacturer:	Voyetra Turtle Beach
Manufacturers Address:	150 Clearbrook Rd. Suite 162, Elmsford, NY 10523
Product Name:	Ear Force PX5
Type of Product:	Wireless Headset
Model Number(s):	TBS-2180-01
Year of Manufacture:	2011

We, Voyetra Turtle Beach, Inc. of Elmsford, New York, declare under our own responsibility that the above-referenced product complies with the following directives and standards:

Low Voltage Directive 2006/95/EC
EN 50332-2:2003
EN 60950-1:2006+A11:2009

Electromagnetic Compatibility Directive 1999/5/EC R&TTE
ESTI EN 301 489-1 V1.8.1 (2008)
ESTI EN 301 489-3 V1.4.1 (2002)
ESTI EN 301 489-17 V2.1.1 (2009)
ESTI EN 300 440-2 V1.3.1 (2009-03)
EN 61000-4-2:2001
EN 61000-4-3:2006
EN 55022:2006

R&TTE Directive 1999/5/EC R&TTE
ESTI EN 300 440-2 V1.3.1 (2009)
ESTI EN 300 328 V1.7.1 (2006-10)
ESTI EN 300 440-1 V1.4.1 (2008-05)
ESTI EN 300 440-2 V1.2.1 (2008-05)

All test reports have been reviewed and approved with a Positive Opinion from the following Notified Body:

Bay Area Compliance Laboratories, Corp (Shenzhen)
6/F, the 3rd Phase of WanLi Industrial Building
ShiHua Road, FuTian Free Trade Zone, Shenzhen, Guangdong, China
Tel: +86-755-33320018, Fax: +86-755-33320008, Web: baclcorp.com

and

QuieTek Technology (Suzhou) Co., Ltd.
No.99 Hongye Road., Suzhou Industrial Park
Loufeng Hi-Tech Development Zone. Suzhou, China
Tel: +86-512-62515088, Fax: +86-512-62515098, Web: quietek.com

and

Shenzhen EBO Technology Co., Ltd.
No. 710 Yihua Building, Futian District, Shenzhen, China 518040
Tel: +86-755-29451282 Fax: 86-755-83709189 Web: ebotek.cn

The technical documentation required by this Directive is maintained at the corporate headquarters of Voyetra Turtle Beach, 150 Clearbrook Road. Suite 162, Elmsford, New York, 10562.

Authorized Person:

Date: 10/5/11

Printed Name: Frederick Romano
Title: Executive Vice President

For more products, accessories and general product information, please visit
TurtleBeach.com

For warranty information and product support, please visit
TurtleBeach.com/support

Federal Communications Commission Interference Statement
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.

FCC Caution:
Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

RF Exposure Warning:

Headset:
The equipment complies with FCC RF exposure limits set forth for an uncontrolled environment. The equipment must not be co-located or operating in conjunction with any other antenna or transmitter.

Transmitter Box:
This equipment must be installed and operated in accordance with provided instructions and the antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter. End-users and installers must be provide with antenna installation instructions and transmitter operating conditions for satisfying RF exposure compliance.

CANADA, INDUSTRY CANADA (IC) NOTICES
This Class B digital apparatus complies with Canadian ICES-003 and RSS-210. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Radio Frequency (RF) Exposure Information:

Headset:
The radiated output power of the Wireless Device is below the Industry Canada (IC) radio frequency exposure limits. The Wireless Device should be used in such a manner such that the potential for human contact during normal operation is minimized. This device has also been evaluated and shown compliant with the IC RF Exposure limits under portable exposure conditions. (antennas are less than 20 cm of a person's body).

Transmitter:
The radiated output power of the Wireless Device is below the Industry Canada (IC) radio frequency exposure limits. The Wireless Device should be used in such a manner such that the potential for human contact during normal operation is minimized. This device has also been evaluated and shown compliant with the IC RF Exposure limits under mobile exposure conditions. (antennas are greater than 20cm from a person's body).

This device has been certified for use in Canada. Status of the listing in the Industry Canada's REL (Radio Equipment List) can be found at the following web address: http://www.ic.gc.ca/app/sitt/reltel/srch/nwRdSrch.do?lang=eng
Additional Canadian information on RF exposure also can be found at the following web address: http://www.ic.gc.ca/eic/site/smt-gst.nsf/eng/sf08792.html

Canada, avis d'Industry Canada (IC)
Cet appareil numérique de classe B est conforme aux normes canadiennes ICES-003 et RSS-210.Son fonctionnement est soumis aux deux conditions suivantes : (1) cet appareil ne doit pas causer d'interférence et (2) cet appareil doit accepter toute interférence, notamment les interférences qui peuvent affecter son fonctionnement.

Informations concernant l'exposition aux fréquences radio (RF)

Headset:
La puissance de sortie émise par l'appareil de sans fil Dell est inférieure à la limite d'exposition aux fréquences radio d'Industry Canada (IC). Utilisez l'appareil de sans fil Dell de façon à minimiser les contacts humains lors du fonctionnement normal. Ce périphérique a également été évalué et démontré conforme aux limites d'exposition aux RF d'IC dans des conditions d'exposition à des appareils portables (les antennes sont moins de 20 cm du corps d'une personne).

Transmitter:
La puissance de sortie émise par l'appareil de sans fil Dell est inférieure à la limite d'exposition aux fréquences radio d'Industry Canada (IC). Utilisez l'appareil de sans fil Dell de façon à minimiser les contacts humains lors du fonctionnement normal. Ce périphérique a également été évalué et démontré conforme aux limites d'exposition aux RF d'IC dans des conditions d'exposition à des appareils mobiles (les antennes se situent à moins de 20 cm du corps d'une personne).

Ce périphérique est homologué pour l'utilisation au Canada. Pour consulter l'entrée correspondant à l'appareil dans la liste d'équipement radio (REL - Radio Equipment List) d'Industry Canada rendez-vous sur: http://www.ic.gc.ca/app/sitt/reltel/srch/nwRdSrch.do?lang=eng
Pour des informations supplémentaires concernant l'exposition aux RF au Canada rendez-vous sur:http://www.ic.gc.ca/eic/site/smt-gst.nsf/eng/sf08792.html

This product is CE marked according to the provisions of the R&TTE Directive (99/5/EC) Frequency Range: 2.404-2.476GHz • Grantee Code/Reg Number: XGB/GC229855 • Voyetra Turtle Beach, Inc.

KCC-CRM-VTB-2181
KCC-CRM-VTB-2080

IC: 3879A-2180
IC: 3879A-2171

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